

EMILE EDWIN SMITH

Cinematic Director | VFX Supervisor | Creative Director | AI-Accelerated Production

Emmy & VES Award-Winning Filmmaker | Los Angeles, CA | Open to Hybrid / Remote

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SUMMARY

Cinematic Director, VFX Supervisor, and Creative Director with 20+ years of experience building cinematic content across games, film, television, commercials, and emerging real-time / AI workflows. Background spans hands-on cinematic direction, visual effects supervision, performance-driven storytelling, camera language, staging, pacing, team leadership, and production delivery. Credits include Electronic Arts game cinematics and major film / television projects including Firefly, Battlestar Galactica, Serenity, Rango, The Last Airbender, Get Smart, Blindspot, and Star Trek: Voyager.

CORE STRENGTHS

- Cinematic Direction
- Game Cinematics & Real-Time Storytelling
- Performance, Tone & Emotional Clarity
- Creative Direction & Cross-Functional Leadership
- Team Mentorship, Reviews & Stakeholder Communication
- Camera Language, Staging & Pacing
- VFX Supervision & Production Leadership
- Previs, Layout, Animation & Final Delivery
- Pipeline Problem-Solving & Workflow Design
- AI / Hybrid VFX Production Workflows

TOOLS & PLATFORMS

Unreal Engine, Lightwave, Maya, MotionBuilder, After Effects, Nuke, Premiere, DaVinci Resolve, Photoshop, ComfyUI, Runway, Veo, Kling, Midjourney, Krea, Pika, Hailuo, ChatGPT, Gemini, Meta AI

PROFESSIONAL EXPERIENCE

The Resurrection of the Christ — Production | Cinematic Previs Artist | 2025 - 2026

- Creating cinematic previs and AI-assisted visual development for production, helping shape sequences before final photography and VFX execution.
- Working across cinematic staging, camera language, composition, visual tone, and sequence planning to support production and post-production needs.

Electronic Arts — Los Angeles, CA | Cinematic Director / CG Supervisor | 2006 - 2007

- Led cinematic direction and CG supervision for AAA game projects, including Medal of Honor: Airborne, Command & Conquer: Tiberium Wars, and Tiberium.
- Directed and supervised cinematic and visual content across camera, staging, timing, VFX, animation, and technical execution.
- Balanced cinematic ambition with production realities, tool limitations, schedule pressure, and game development constraints.

Freelance / Studio & Agency Projects — Los Angeles, CA | Director / Writer / VFX Supervisor / Creative Technologist | 2023 - Present

- Directed, wrote, produced, and supervised original projects, AI-driven content, hybrid VFX workflows, and cinematic development for narrative, broadcast, branded, and emerging-media projects.
- Created Firebreaks, a cinematic short film using a multi-tool AI-first workflow integrated with traditional filmmaking and VFX practices.
- Built production-ready AI and traditional VFX pipelines for cinematic storytelling, concept development, and final image creation.

PROFESSIONAL EXPERIENCE CONTINUED

Alkemy X — New York / Los Angeles | Creative Director / VFX Supervisor | 2018 - 2023

- Led creative direction and visual effects supervision for commercial, broadcast, and branded projects.
- Managed creative and technical teams while working with clients, producers, editors, artists, and production leadership.
- Oversaw concept development, visual approach, production strategy, VFX execution, reviews, final delivery, and AI-assisted workflow exploration.

The Asylum — Los Angeles, CA | Director / Writer / VFX Supervisor | 2012 - 2017

- Directed and wrote feature-length films while supervising visual effects from planning through delivery, including Ice Sharks, Flight World War II, Age of Ice, and Mega Shark vs. Mecha Shark.
- Directed actors, planned sequences, shaped visual tone, supervised VFX execution, and collaborated closely with producers and post-production teams under tight production constraints.

Entity FX — Los Angeles, CA | VFX Supervisor | 2012 - 2017

- Supervised visual effects teams for major television and film projects, aligning creative goals with schedules, delivery standards, and technical realities.
- Oversaw shot execution, reviews, problem-solving, pipeline coordination, and workflow improvements across film and television projects.

Industrial Light & Magic — San Francisco, CA | Senior Technical Director | 2009 - 2010

- Contributed to high-end feature film visual effects and CGI pipelines with selected credits including Rango and The Last Airbender.
- Supported complex shot work requiring technical precision, visual quality, and collaboration across departments.

Zoic Studios — Los Angeles, CA | VFX Supervisor | 2002 - 2009

- Supervised VFX teams on high-profile television and film projects, establishing visual approaches, shot plans, review processes, and delivery standards.
- Selected credits include Firefly and Battlestar Galactica.

Foundation Imaging / Radium — Los Angeles, CA | VFX Supervisor / Producer | 1996 - 2002

- Led CGI and visual effects work for television, film, commercials, and short-form content under demanding episodic and client delivery schedules.
- Supervised artists, managed production needs, and helped deliver visual effects for Star Trek: Voyager, Roughnecks: Starship Troopers Chronicles, commercials, and other projects.

FEATURED PROJECT

Firebreaks - Short Film | Director / Writer / Producer / VFX Supervisor | Featured AI / Hybrid Production

- Created a cinematic short film testing how far AI-assisted production can be pushed while preserving traditional cinematic craft: camera language, performance, staging, pacing, tone, sound, and emotional clarity.
- Built a multi-tool AI-first pipeline using generative video, image, audio, and conventional VFX workflows as a proof-of-concept for production-safe AI storytelling.

SELECTED CREDITS

Film / Cinematic Previs / VFX

- The Resurrection of the Christ - Cinematic Previs Artist
- Rango - Technical Director
- The Last Airbender - Technical Director
- Serenity - CG Supervisor
- The Jackal - Lead Animator
- Batman: Subzero - Lead Animator
- Mimic 2 - CG Supervisor
- Get Smart - Visual Effects

Game Cinematics & Game VFX

- Tiberium - Cinematics Director
- Medal of Honor: Airborne - Supervising Artist Support
- Command & Conquer: Tiberium Wars - VFX Supervisor

Directing & Writing

- Ice Sharks - Director / Writer / VFX Supervisor
- Flight World War II - Director / VFX Supervisor
- Age of Ice - Director / Writer / VFX Supervisor
- Mega Shark vs. Mecha Shark - Director / VFX Supervisor
- The Grove - Director / Writer / Producer
- Roughnecks: Starship Troopers Chronicles - Director / VFX Supervisor / DP / Producer

Television VFX

- Firefly - VFX / DFX Supervisor
- Battlestar Galactica - VFX Supervisor
- Blindspot - VFX Supervisor
- Power - VFX Supervisor
- SMILF - VFX Supervisor
- Sharknado 1, 2, 3 - VFX Supervisor
- CSI - Digital Artist
- Buffy the Vampire Slayer - Digital Artist
- Star Trek: Voyager - CG Supervisor

Commercial / Branded

- Lexus - VFX Supervisor
- Cadillac - VFX Supervisor
- UPS - VFX Supervisor
- Embraer- Preator Airplane Unveiling - VFX Supervisor

AWARDS & RECOGNITION

- Emmy Award - Outstanding Visual Effects, Firefly
- Emmy Nomination - Special Visual Effects, Battlestar Galactica
- Telly Award - Best VFX, Mega Shark vs. Mecha Shark
- Atlanta Horror Film Festival - Best VFX, Flight World War II
- Visual Effects Society Award - Best VFX in a Series, Firefly
- Visual Effects Society Award - Best VFX in a TV Movie, Battlestar Galactica
- Atlanta Horror Film Festival - Best Sci-Fi Feature / Director, Flight World War II
- Golden Cobb Award - Best Film, Mega Shark vs. Mecha Shark

EDUCATION & AFFILIATIONS

University of California, San Diego - B.A. Visual Arts
Academy of Television Arts & Sciences | Visual Effects Society